

AMENDMENT

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A method of creating object messages in a compute environment comprising multiple nodes under common management, the method comprising:

retrieving messages from messages logs from multiple layers of a compute environment including a node layer and at least one layer higher than the node layer;

aggregating the retrieved messages into a single location; and

associating the aggregated messages with an object.

2. (Original) The method of claim 1, wherein the object is a node in the compute environment.

3. (Original) The method of claim 1, wherein the object is one of a reservation, user, group of users, class, a QOS, a resources manager, a scheduler and a peer service interface.

4. (Original) The method of claim 1, further comprising:

upon receiving an inquiry from a user regarding the object, presenting the user with the associated and aggregated messages.

5. (Currently Amended) A method of creating object messages in a compute environment comprising multiple nodes under common management for viewing by a user, the method comprising:

upon an event affecting the availability or performance of an object within a compute environment, retrieving messages related to the event from messages logs in different layers of the compute environment including a node layer and at least one layer higher than the node layer;

aggregating the retrieved messages into a single location;

associating the aggregated messages with the object; and

if a user submits a job and the performance of the job within the compute environment is affected by the event, notifying the user of the event using the associated messages.

6. (Original) The method of claim 5, wherein the object is a node in the compute environment.

7. (Original) The method of claim 5, wherein the object is one of a reservation, user, group of users, class, QOS, resources manager, scheduler and peer service interface.

8. (Original) A system for creating object messages in a compute environment, the system comprising:

means for retrieving messages from messages logs from multiple layers of a compute environment;

means for aggregating the retrieved messages into a single location; and

means for associating the aggregated messages with an object.

9. (Original) The system of claim 8, wherein the object is a node in the compute environment.

10. (Original) The system of claim 8, wherein the object is one of a reservation, user, group of users, class, QOS, resources manager, scheduler and peer service interface.

11. (Currently Amended) The system of claim 8, further comprising:

means for, upon receiving an inquiry from a user regarding the object, presenting the user with the associated and aggregated messages.

12. (Original) A system of creating object messages in a compute environment for viewing by a user, the system comprising:

means for, upon an event affecting the availability or performance of an object within a compute environment, retrieving messages related to the event from messages logs in different layers of the compute environment;

means for aggregating the retrieved messages into a single location;

means for associating the aggregated messages with the object; and

means for, if a user submits a job and the performance of the job within the cluster environment is affected by the event, notifying the user of the event using the associated messages.

13. (Original) The system of claim 12, wherein the object is a node in the compute environment.

14. (Original) The system of claim 12, wherein the object is one of a reservation, job, user, group of users, class, QOS, resources manager, scheduler and peer service interface.

15. (Currently Amended) A computer-readable medium comprising instructions for controlling a computing device to create an object messages in a compute environment comprising multiple nodes under common management, the instructions comprising the steps:

retrieving messages from messages logs from multiple layers of a compute environment including a node layer and at least one layer higher than the node layer;

aggregating the retrieved messages into a single location; and

associating the aggregated messages with an object.

16. (Currently Amended) A computer-readable medium comprising instructions for controlling a computing device to create object messages in a compute environment comprising multiple nodes under common management for viewing by a user, the instructions comprising the steps:

upon an event affecting the availability or performance of an object within [[a]] the compute environment, retrieving messages related to the event from messages logs in different layers of [[a]] the compute environment including a node layer and at least one layer higher than the node layer;

aggregating the retrieved messages into a single location;

associating the aggregated messages with the object; and

if a user submits a job and the performance of the job within the compute environment is affected by the event, notifying the user of the event using the associated messages.

17. (New) The method of claim 1, wherein the at least one layer higher than the node layer is one of a resource manager layer, a cluster scheduler layer and a grid scheduler layer.

18. (New) The method of claim 1, wherein the managers are non-error managers.